IceWar

MICROGAME 9 $2.95

**The Eurasian Socialist Alliance's
Transpolar Raid on Alaska**

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1.0 INTRODUCTION

By January 15, 2007, the long awaited Third World War is in its third year, and has reached a deadlock. The Eurasian Socialist Alliance and its supporters in the Third World, and the United States and its few remaining allies are both feeling the strains of the long war. But, neither side is willing to make peace except on its own terms.

The Eurasian Socialist Alliance originated around a Sino-Soviet alliance in the Second Korean War. Other Eastern European, Middle Eastern, and Asian nations eventually joined as well. The ESA increased its power greatly following the small-scale nuclear exchanges of the Sixth Arab-Israeli War. By the 1990s, the ESA was able to mass gigantic armies from among its client states, which no longer needed to protect their borders with each other. In addition, pooling of research efforts and technical resources lead to breakthroughs in weapons technology, particularly in the area of small missile propulsion and guidance.

These massive armies, equipped with sophisticated new SAMs, anti-tank missiles, and battlefield support missiles, entered Central and Western Europe on the pretext of supporting "people's" uprisings and restoring order to riot-torn cities. Western armies were crushed within days and withdrew to Britain. At this point, the ESA firmly controlled all of the Eurasian continent and most of Africa and South America was friendly or allied with it.

Then, in response to a developing assault on Japan, the United States unleased its nuclear weapons. The ESA's extensive anti-missile system was partially neutralized by proton beam satellites, secretly deployed by the US. Almost a fourth of the US missiles reached their targets. These same satellites completely destroyed the ESA's counter-strike and prevented the launching of anti-satellite weapons.

A short space was resulted in the destruction of the ESA's spacecraft by laser armed US hunter-killer satellites and space shuttles. More and more satellites of increasing sophistication were launched by US space shuttles. A space station command center was established for US military forces, while launchings by the ESA were prevented by the network of proton beam anti-missile satellites. Not even low flying aircraft are completely safe from the satellites. Transportation networks within the far-flung territories of the ESA have been disrupted as a result. The ESA's industrial might was badly damaged by the nuclear strike and is slowing crumbling as US satellites make their presence felt.

The naval war is still being fiercely fought as US satellites balance the numerical superiority of the ESA. The alliance of nations which forms the ESA is weakening and pressure to make peace, even on unfavorable terms, increases. The US and its few remaining allies are also collapsing, due to severely limited mineral resources, but they are not collapsing fast enough. To realize the dream of a worldwide Socialist state, a quick victory in the war with the USA must be obtained. The action that the ESA must now take must be sudden, surprising, and devasting.

The Western powers have a critical weakness, their petroleum supply is extremely low. Western industrial needs are not supplied by nuclear reactors, as with the ESA, and petroleum is only now being supplemented by thermonuclear power plants and solar energy. Moreover, most petroleum goes to the US fleet, tanks, and aircraft. Middle Eastern and Indonesian oilfields are solidly controlled by ESA allies. Texas oil is largely depleted. A US offensive against Venezuela failed. Only Alaska supplies quantities of oil to the West. Oil pipelines, which cannot be attacked by ESA submarines, and the Bering Straits are well defended. Air attack is impossible because of satellite coverage.

American defense planners overlooked one possibility. A surface raid from over the polar ice cap by troops supplied with specially designed vehicles and equipment, might have a chance of success.

Failure might well decrease ESA morale to the point where the Alliance will crumble and individual nations make peace. The raid is the ESA's only chance for a quick victory and a successful end to the long war. The ESA High Command has worked for months on plans. ESA engineers have developed new equipment. Everything is ready for the last great gamble.

ICE WAR simulates the ESA's attack over the polar ice cap on the Alaskan oilfields. Each hexagon on the map represents 12.5 km, each turn represents 4 hours, and each unit is a platoon of four or five vehicles or 30-40 infantry. Weaponry for most units consists of small missiles, some with tactical nuclear warheads. Many units have cannons and machine guns as well. All units have infrared sighting equipment, since the sun does not rise in the Arctic during the winter. The ESA

Command Sled is equipped with an infrared screening device to reduce the infrared radiation emmissions in its area. The attackers are thus hidden from US spy satellites for as long as possible.

The ESA forces are built around specially designed combat vehicles which move on skis. ESA forces also include hovercraft, conventional main battle tanks modified for Arctic tundra, and missile-armed infantry. Units are trained to cross between the ice floes of the polar ice pack. Some sled vehicles carry long range heavy missiles which have thermonuclear warheads.

The ESA has the advantages of surprise. The US forces must locate the raiders before they can retaliate. US forces are supported by several types of satellites. These satellites can do reconnaisance by means of infrared scanners, shoot down the ESA long range missiles, and deliver high yield nuclear weapons of their own. The ice and permafrost can be melted, making terrain impassible to some types of units. The two sides have very different capabilities. But, they are precisely balanced, and the abilities of their commanders will determine whether or not the ESA raiders destroy the oilfields.
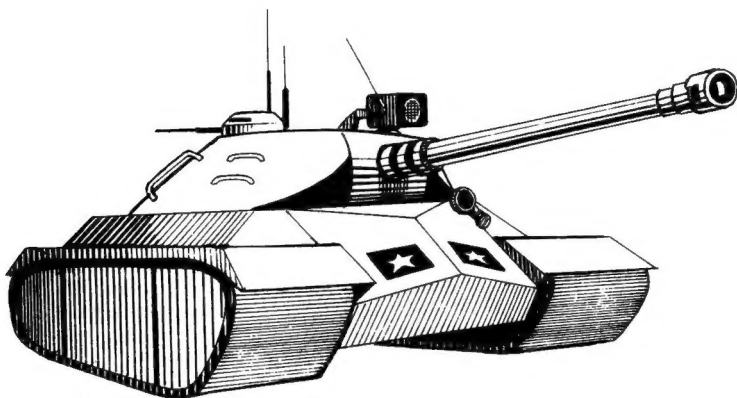

2.0 MAP

The map represents the Alaskan oilfields, portions of the northeastern coast of Alaska, and the polar ice pack to the north. A grid of hexagons (hexes) is overlaid on the map to regulate movement. Two types of terrain are originally present on the map. The white hexes at the southern map edge represent Arctic tundra, frozen ground. The blue-shaded hexes to the north of the coastline represent ice-covered water. In addition, mud and open water can be created during the course of play. Coastal hexes which contain both land and ice are considered to be tundra hexes. The three hexes off the coast which contain islands are considered to be tundra hexes. Oil wells are important to determining victory (see rule 5.0) and the town of Deadhorse is important for the arrival of US reinforcements (see 17.0). Rivers do not affect play in any manner.

3.0 COUNTERS

Counters in **ICE WAR** consist of units, satellite search markers, and terrain conversion markers.

3.1 Units. Each US and ESA unit has a Combat Strength, Movement Factor, ID number, and mobility type letter which are printed on the counter. It also has a point cost, which must be looked up on the Units chart.
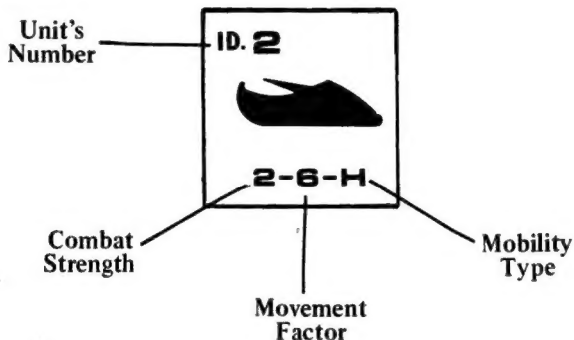
Note that missiles, recon satellites, and orbital weapons platforms do not have counters. They must be kept track of on scratch paper.

3.2 Terrain Conversion Markers.

3.3 Satellite Search Markers.

4.0 PREPARATION FOR PLAY

4.1 Learning Scenario. Players without previous experience with wargames may wish to play the Learning Scenario to become familiar with basic game mechanics. In the Learning Scenario, rules sections 12.0 to 18.0 (Missiles, ESA Secrecy, Recon Satellites, US Outposts, Loss of Command, US Reinforcements, and VERTOLs) are disregarded. In addition, rule 4.3 is amended so that both players may select only 20 points worth of forces and rule 10.0 is amended so that only three units may stack in a hex. Otherwise, the Learning Scenario and Standard Game are identical.

4.2 Optional Rules. If the Standard Game is being played, optional rules (19.0 and 20.0) may be added. These may affect play balance and should be agreed upon by both players.

4.3 Selection of Forces. Each side secretly selects its forces from the Units chart in secret. Not all units are available for the Learning Scenario. The total value for each side may not exceed 30 points (20 points for the Learning Scenario). The limits of the counter mix provided with the game cannot be exceeded. No new counters may be made up. The ESA player may purchase missiles as well as combat units. The US player may purchase recon satellites, orbital weapons platforms, and missiles in unlimited numbers. The US player may designate some of his units as reinforcements (see 17.0). Reinforcement units are purchased at half their normal point cost.

4.4 Recording of Information. The US player must write down: a) which units are reinforcements, b) how many satellites of each type he has and how many missiles each orbital weapons platform is carrying, and c) which hovercraft and VERTOL units are to be set up loaded, and which units they are loaded with. The ESA player must secretly write down: a) how many missiles each missile sled is carrying, and b) which transports are loaded and what each transport's passenger unit is. All of this will become clear later.

4.5 US Set-Up. US outposts may be set-up anywhere as long as they are at least seven hexes from the northern map edge. Other US units which were not designated as reinforcements are placed in any tundra hexes, including the islands if desired.

4.6 ESA Entry on Turn 1. ESA units are not set-up. Instead, they enter the northern edge of the map during the ESA Movement Phase of Turn 1. All ESA units must enter on Turn 1. The first hex on the northern map edge is counted as the first hex of movement. No ESA Missile Phase occurs on Turn 1.

5.0 VICTORY CONDITIONS

The game ends when all oilfield hexes have been destroyed or when all ESA units have been eliminated or when the ESA is unable to make further attacks on the oilfields due to blocking terrain (see 7.4) and lack of missiles. When the game ends, victory is determined by the number of oilfield hexes which have been destroyed. An oilfield hex is destroyed when terrain conversion for the hex occurs; see 11.0.

US Decisive Victory: No oilfields destroyed
US Substantial Victory: 1 oilfield destroyed
US Marginal Victory: 2-3 oilfields destroyed
Draw: 4 oilfields destroyed
ESA Marginal Victory: 5-6 oilfields destroyed
ESA Substantial Victory: 7-8 oilfields destroyed
ESA Decisive Victory: All 9 oilfields destroyed

6.0 GAME–TURN SEQUENCE

Each Game-Turn consists of several phases. The following sequence must be followed.

I. ESA Player-Turn

    A. ESA Missile Phase: Each missile sled may launch a missile, the US may attempt interception, and the targets are hit if interception fails.

    B. ESA Movement Phase: ESA units are moved, either secretly or on the map.

    C. ESA Combat Phase: ESA units may attack US units in adjacent hexes. Terrain conversion is rolled for hexes.

II. US Player-Turn

    A. US Missile Phase: Each orbital weapons platform may launch a missile, the ESA may attempt interception, and the targets are hit if the interceptions fail.

    B. US Satellite Search Phase: Each recon satellite may search a seven hex area for hidden ESA units. This phase is skipped if the ESA force has already been located.

    C. US Reinforcement Phase: If the US reinforcements have been released, a die is rolled for the arrival of each available unit.

    D. US Movement Phase: US units move. ESA units are placed on the map if revealed.

    E. US Combat Phase. US units may attack ESA units in adjacent hexes. Terrain conversion is rolled for hexes.

7.0 MOVEMENT

7.1 General. During each Movement Phase, the player whose turn it is may move some, none, or all of his units. Each unit may be moved in any direction or combination of directions. A unit may be moved through a number of consecutive hexes equal to its Movement Factor. For example, an ESA armored sled (Movement Factor of 4) may move four hexes a turn, while an infantry (Movement Factor of 1) may move only one hex per turn. A unit may move less than its Move-

ment Factor, and does not have to move at all. Unused movement may not be transferred to another unit or saved for next turn. If a unit moves off the map, it may not re-enter later.

7.2 Friendly Units. A unit may freely move through a hex occupied by friendly units or it may end its turn there. An unlimited number of friendly units may occupy a hex; see 9.0.

7.3 Enemy Units. A unit must immediately end its movement when it moves adjacent to an enemy unit; see 8.0. VERTOLs are a special case; see 18.3.

7.4 Terrain Effects. A unit has the same movement rate in all terrain. Any hex entered counts as one hex of its Movement Factor. However, some units are prohibited from entering some types of terrain. This is determined by the unit's mobility type:

Hovercraft (H) may enter any type of hex, and may end their turn in any type of hex.

Sled-mobile (S) units may enter ice or tundra hexes, but not water or mud hexes.

Tanks (T) may enter or unload on tundra or mud, but not ice or water.

Infantry and outposts (I) may enter or unload on ice, tundra, or mud, but not water.

Vertical Take-Off and Landing (VERTOL) transport aircraft (V), like hovercraft, may enter and end their turn in any type of hex.

7.5 Transport. US hovercraft, US VERTOLs, ESA hovercraft transports, and ESA sled transports may transport tanks, infantry, and outposts.

7.5.1 Loading: Transports may begin the game loaded, or they can load passenger units by beginning the Movement Phase in their hex or by entering their hex. The transport may use its full Movement Factor the turn in which it loads. No movement cost is incurred for loading. The transport may continue moving after loading if it has movement left. However, the passenger unit may not move before being loaded. Passenger units are removed from the map when loaded, and a note is made of which transport is carrying it. A transport may only carry one passenger unit at a time.

7.5.2 Movement: The transport plus its passenger moves with the same Movement Factor as the transport alone, with the terrain prohibitions that apply to the transport (see 7.4), if any.

7.5.3 Unloading: Passenger units are unloaded by being placed in any hex through which the transport passes or ends its turn in. They may unload in an enemy zone of control (see 8.0). They may *not* unload in the same turn in which they were loaded, except from a VERTOL. They may not be unloaded in terrain prohibited to them. They may not move *or attack* in the turn in which they are unloaded, nor may they be loaded onto another transport in the same turn. The transport may continue moving after unloading and does not suffer any movement penalty for unloading. It may load another unit in the same turn.

7.5.4 Transport restrictions: Each US hovercraft unit may transport one US tank, infantry, or outpost unit at a time. Each US VER—TOL unit may transport one US infantry or outpost unit at a time. Each ESA hovercraft transport or sled transport unit may transport

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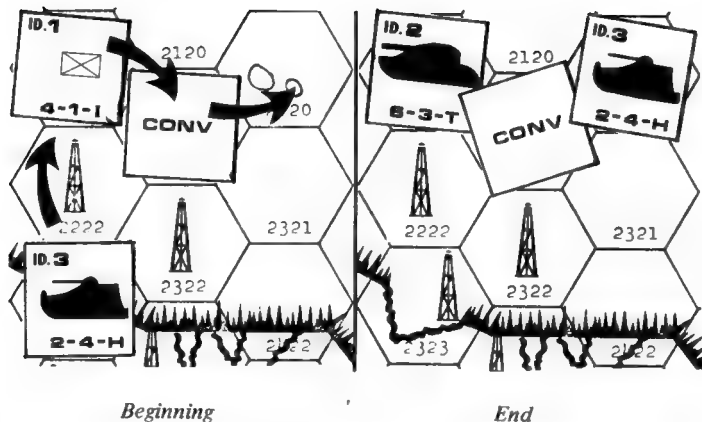
Example of Transport: The hovercraft, initially loaded with tank unit 3, goes to hex 2121, unloads the tank, loads the infantry, and goes to hex 2220 (over the water hex). The infantry cannot be unloaded this turn.

one ESA tank or infantry unit at a time.

7.5.5 Transport combat: See 10.5.

8.0 ZONES OF CONTROL

All combat units exert zones of control into the six hexes adjacent to the hex they occupy. Any enemy unit which enters one of these hexes must immediately end its movement for that turn. The unit is not forced to attack the unit which is exerting the zone of control. It may in a later turn leave the hex without penalty. It may move directly to another hex also in the zone of control of the same or a different enemy unit. Zones of control do extend into hexes which the exerting unit is prohibited from entering (see 7.4). Zones of control never affect friendly units. No additional effects occur when more than one unit exerts a zone of control on the same hex. VERTOLs do not exert zones of control, and are eliminated when in an enemy zone of control; see 18.3.

9.0 STACKING

An unlimited number of friendly units may occupy a single hex. However, all units in a hex must be of the same side; i.e. a unit cannot enter a hex occupied by an enemy unit. Stacking affects combat (see 10.3), missiles (see 12.4), and ESA secrecy (see 13.0). In the Learning Scenario, only three units may occupy a hex.
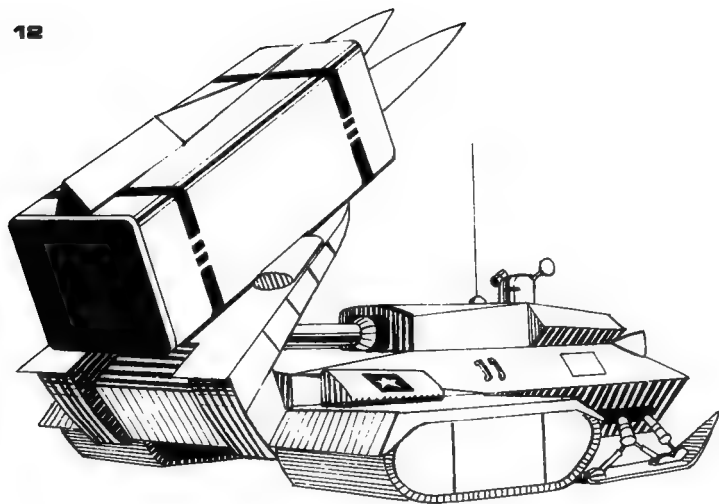
10.0 COMBAT

10.1 General. If any US or ESA unit is adjacent to an enemy unit during its own Combat Phase, it may attack that enemy unit. Attacking is always voluntary. Neither missile launching (see 12.0) nor terrain conversion (see 11.0) is considered combat.

Briefly, each attack against an enemy unit is done by comparing the Combat Strengths of the attacking and defending units, rolling a die, and consulting the Combat Results Table (CRT). First an odds ratio is computed. The odds ratio is the attacker's Combat Strength divided by the defender's Combat Strength. This ratio is rounded off *in the defender's favor* to one of the simplified odds ratios shown on the CRT.

EXAMPLES: A US tank unit (Combat Strength of 6) attacking an ESA armored hovercraft (Combat Strength of 3) is 6-3, which simplifies to 2-1. A US infantry (Combat Strength of 4) attacking an ESA armored hovercraft is 4-3, which rounds off in the defenders favor to 1-1. After the odds are computed, a die is rolled and the corresponding line of the proper column of the CRT is consulted, and the results are applied. No unit may attack, nor be attacked, more than once per turn, nor may it split its Combat Strength to participate in two attacks.

10.2 Multiple Attackers and Defenders. More than one attacking unit may attack a single defending unit, as long as all are adjacent to the defending unit. The Combat Strengths of all attacking units are added to produce a combined attacking Combat Strength, which is then compared to the defender's Combat Strength to produce an odds ratio. Alternatively, a single attacker may attack more than one defender, as long as the defending units are stacked. The defending units' Combat Strengths are added, and the attacker's Combat Strength is then compared to this sum to produce the odds ratio. Also, several attackers may attack a stack of defenders as long as all attackers are adjacent to the stack of defenders. The odds ratio is computed by divid-

ing the combined attacking Combat Strength by the combined defending Combat Strength.

10.3 Stacked Defenders. If one unit in a stack is attacked, then the rest of the units in that hex must also be attacked. If several attacking units are involved, the attacker has the option of attacking all of the defenders in a single attack, using a combined defending Combat Strength, or making several attacks.

Stacking of attacking units does not affect combat, and not all units in the stack are required to participate in attacks. EXAMPLE: 3 ESA tank units (Combat Strength of 6 each) are adjacent to a stack of 2 US tank units (also with a Combat Strength of 6 each) and a US hovercraft (CS of 2) during the ESA Combat Phase. A single 18-14 or 1-1 attack can be done, or two 6-6 (1-1) and one 6-2 (3-1) attacks can be done, or a 6-12 (1-2) and a 12-2 (6-1) can be done, or a 6-12 (1-2) and a 6-2 (3-1) can be done, with the third ESA tank unit not involved.
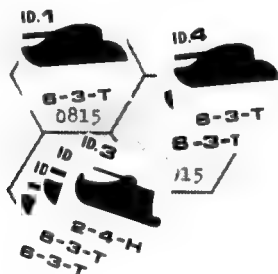
10.4 Terrain Effects. Terrain does not affect combat, but combat may affect terrain; see 11.2.

10.5 Transported Units. Passenger units may not attack while they are being transported, nor during the turn that they unload. If a transport is attacked, passengers do not aid in its defense. If the transport is destroyed the passenger is destroyed also. Passenger units defend normally the turn that they unload. Transports attack and defend normally when empty and when carrying passengers.

11.0 TERRAIN CONVERSION

11.1 General. Ice can be converted to water and tundra can be converted to mud. Hexes which are already water or mud cannot be converted further.

11.2 Combat By-Product. Whenever an attack is made, terrain conversion *must* be rolled for. The total attacking Combat Strength is found, and the die roll needed for terrain conversion with this Combat Strength is found on the Terrain Conversion Table. A die is then rolled. If the die roll is one of those indicated, a CONVERTED marker is placed on the hex occupied (or formerly occupied) by the defending unit or units. If several attacks are made against different defending

units in a single hex, terrain conversion is rolled for after all attacks have been rolled, using the combined attacking Combat Strength. The success or failure of the attack itself does not influence the terrain conversion die roll. The defender's Combat Strength does not influence terrain conversion. Only the defender's hex can be converted, never the attacker's.

11.3 Conversion of Unoccupied Hexes. During their own Combat Phase, units may "attack" adjacent hexes which are unoccupied at the beginning of the Combat Phase in an attempt to convert the terrain. As with combat by-product terrain conversion, the "attacking" Combat Strength is computed, the Terrain Conversion Table is consulted, and a die is rolled. If the die roll is one of those indicated, a CONVERTED marker is placed in the hex. Several units may be involved in a terrain conversion attempt. Each unoccupied hex may only be "attacked" once per Combat Phase. A unit attempting conversion of an unoccupied hex may not subsequently try to convert another hex or attack an enemy unit in the same Combat Phase. An attempt at terrain conversion of an unoccupied hex counts as an attack for the one-attack-per-turn limit (see 10.1). Hexes occupied by friendly units may not be converted. Units occupying a hex must be attacked if a terrain conversion attempt is made on their hex. If all defending units are eliminated from a hex, but combat by-product terrain conversion is unsuccessful, the hex may not be attacked again that turn after becoming unoccupied.

11.4 Missiles. Whenever a heavy missile hits a hex (see 12.0), the terrain in that hex is automatically converted.

11.5 Effects of Terrain Conversion. Terrain conversion takes place immediately after a successful die roll is made. It affects movement for the rest of the game. Units may be affected if they occupy hexes that are being converted. Sled-mobile units, infantry, and outposts in new water hexes are eliminated. Sled-mobile units in mud cannot move for the duration of the game, though they still attack and defend normally.
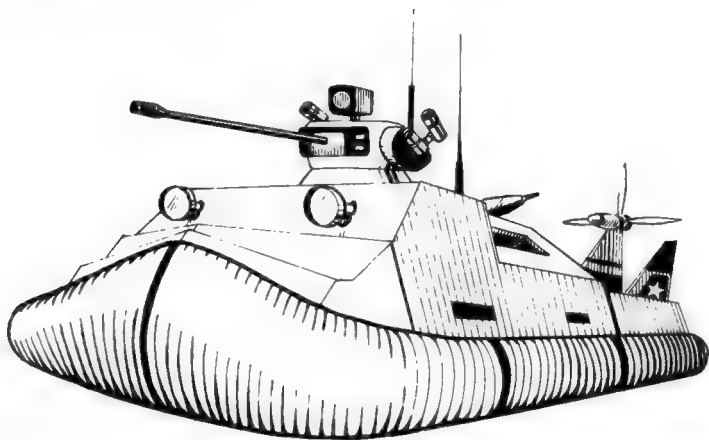
12.0 MISSILES

12.1 General. Both the US and ESA have heavy missiles with powerful, megaton-class warheads, as well as anti-missiles defenses. During the ESA Missile Phase, each ESA missile sled unit may launch one missile if it is carrying any, and the US may try to intercept each missile with its proton beam satellites. During each US Missile Phase, each US orbital weapons platform (OWP) may launch one missile, if it is carrying any, and the ESA may attempt to intercept each missile with the tactical anti-missiles (ABMs) carried by each of its units except the infantry. All targets are announced before interceptions are rolled for. Neither side possesses missiles or missile launchers (missile sleds or OWPs) unless they purchase them. But, the US gets the proton beam satellites free and all ESA units except infantry automatically have ABMs. Each player writes down how many missiles each missile launcher unit is carrying, and how many each has fired. Neither player should know when an enemy missile launcher unit is out of missiles.

12.2 ESA Missile Sleds. Each missile sled unit represents one missile launcher plus support vehicles.

12.2.1 Capacity: Each missile sled may carry an unlimited number of missiles, though it may launch only one per turn.

12.2.2 Transfer of missiles: Missiles may be transferred between missile sled units in the same hex. This can be done during the Missile Phase or during any portion of the Movement Phase. No movement penalty is incurred for doing so.

12.2.3 Launching missiles: During each ESA Missile Phase, the ESA player announces how many missiles are being launched, what the target hexes are, and which hex each missile was launched from. The missile sled units, if still hidden (see 13.0), are *not* revealed, and may move away from launch hexes during the ESA Movement Phase. The ESA player secretly crosses one missile off of the supply of each missile sled which launched a missile. Missiles may be targetted to unoccupied hexes. More than one missile may be targetted to a hex.

12.2.4 US satellite interceptions: After all missiles have been launched by the ESA, the US player rolls the die once for each missile to see if his proton beam anti-missile satellites intercepted it. Since these are more accurate if they have time to track the missile, they are more effective if the distance from the launch hex to the target hex is greater. The US player must roll a number less than or equal to the missile's range. If the missile sled is adjacent to the target hex, the US player needs to roll a 1 to intercept. If it is two hexes away, a 1 or 2 is needed; if 3 hexes away, a 1, 2, or 3; and so forth. If the missile sled is 6 hexes or more from the target hex, the missile is automatically intercepted. All missiles which are not intercepted hit their targets.

12.2.5 Missile sled movement and combat: Missile sled units have a Combat Strength of 2, representing the cannon, short-range missiles, and armor that all combat units have. Missile sled units may move and attack in the same turn they launch missiles.

12.3 Orbital Weapons Platforms (OWPs). OWPs are kept track of secretly, as are the missiles they carry, and are not revealed to the ESA player until they launch missiles. An OWP may launch a missile on any turn. OWPs cannot be destroyed.

12.3.1 Capacity: Each OWP can carry an unlimited number of missiles, but may only launch one per turn. Missiles may not be transferred between OWPs.

12.3.2 Launching missiles: During each US Missile Phase, the US player first announces how many missiles are being launched and designates the target hexes. He deducts one missile from the supply of each OWP which launched missiles. He does not announce to the ESA player which OWPs launched missiles. US missiles can be targetted to any hex on the map. Missiles may be targetted to unoccupied hexes, or to hexes which the US player suspects are occupied by hidden ESA units. More than one missile may be targetted to a hex.

12.3.3 ESA anti-missiles: After all missiles have been launched by the US, the ESA player may roll the die once for each missile which is targetted to a hex occupied by or adjacent to one or more of his non-infantry units. If a 1, 2, 3, or 4 is rolled, the missile is destroyed. *Only one unit may fire at each missile.* A single ESA unit *may* fire at more than one missile in a single Missile Phase, and may fire an unlimited number of times during the game. Hidden ESA units may fire anti-missiles, but are revealed if they do so. Missile interception is always voluntary. US missiles which are targetted to hexes not adjacent to ESA units, other than infantry, cannot be intercepted.

12.4 Effects of Missiles. If a heavy missile hits, all units in the target hex are automatically eliminated and the terrain is automatically converted. Adjacent hexes are not affected.
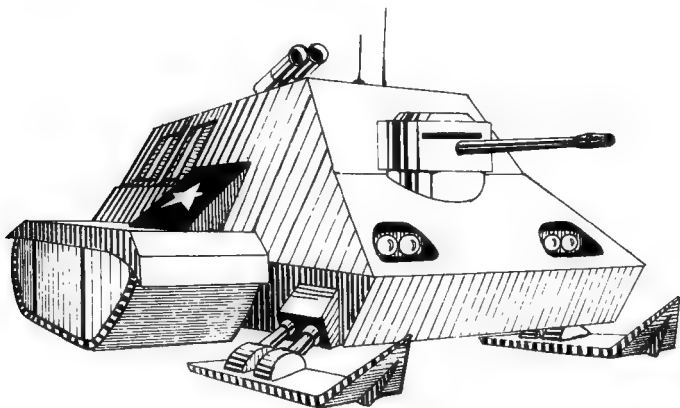
13.0 ESA SECRECY

13.1 Plotting Movement. Until the ESA Command Sled is located by the US, the Command Sled and all units stacked with it do not have to be placed on the map. Their location is kept track of on paper by the ESA player. He writes down the number of the hex which the stack occupies at the end of each ESA Movement Phase. During the ESA Movement Phase, the ESA player may ask the US player to turn

away from the map for a moment so that he can find the hex number of the stack's new location.

13.2 Location of ESA Units. The ESA Command Sled and all ESA units with it are located by the US and must be placed on the map when one of the following conditions is met.

A. The Command Sled is in the zone of control of a US unit. This can occur during either the ESA Movement Phase or the US Movement Phase.

B. The Command Sled enters a hex within 2 hexes of a US outpost during the ESA Movement Phase; see 15.0.

C. The Command Sled moves adjacent to an oilfield during the ESA Movement Phase.

D. The Command Sled enters a hex occupied by an already located ESA unit, or an already located ESA unit enters its hex, during the ESA Movement Phase.

E. The Command Sled or any unit stacked with it destroys a VERTOL during the ESA or US Movement Phase; see 18.3.

F. The Command Sled or a unit in its stack fires anti-missiles during the US missile Phase.

G. A US recon satellite searches the hex occupied by the Command Sled during the US Satellite Search Phase; see 14.0.

H. A Command Sled was not purchased in the initial selection of forces.

13.3 Separated Units. ESA units may enter the map not stacked with the Command Sled. These units must be placed on the map, since they are easily detected by satellites. Other ESA units stacked with the Command Sled can still utilize hidden movement. Units may separate from the Command Sled during any ESA Movement Phase. These are placed on the map on the hex in which they leave the stack, and are moved on the map from then on. This gives information about the location of the Command Sled, but does not precisely reveal it since the units can separate at the beginning of the Movement Phase and move away from that hex.

13.4 Missile Launches. When missile sleds stacked with the Command Sled launch missiles, this reveals the location of the Command Sled during the ESA Missile Phase. However, the units are not placed on the map, and can move away during the Movement Phase.

13.5 Permanence of Localization. Once ESA units are located and placed on the map, they can never utilize hidden movement again.

14.0 RECON SATELLITES

The US player may purchase one or more infrared reconnaissance satellites in his initial selection of forces to aid in locating the ESA Command Sled. During each Satellite Search Phase, each recon satellite may search a seven hex area consisting of a central hex and the six adjacent hexes. The central hex is marked with a SAT SEARCH marker. If the ESA Command Sled is in one of these seven hexes *at the time of the search*, then it and any units stacked with it are immediately located and placed on the map. Recon satellites, like OWPs, are kept

track of on paper by the US player, and are not revealed to the ESA player until used. Recon satellites have no function after the ESA Command Sled has been located. SAT SEARCH markers are removed after each turn.

15.0 US OUTPOSTS

Outposts are regular combat units with a Combat Strength of one and a Movement Factor of zero. They exert zones of control into the six adjacent hexes and may attack adjacent enemy units. They may be transported by US hovercraft and VERTOLs. Outposts also have a zone of detection for a two hex radius around them. If the hidden ESA forces enter a hex which is within two hexes of a US outpost, it is immediately located and must be placed on the map. Since the detection equipment takes time to set-up, the zone of detection does *not* become active as soon as an outpost is unloaded. It becomes active during the coming ESA Movement Phase. The hidden ESA units may leave a hex in the zone of detection without being located as long as they do not enter another hex in the zone of detection, or they may remain in the hex and not be located. ESA units do not have to end movement when they enter a hex in the zone of detection.

16.0 LOSS OF COMMAND

If the ESA Command Sled is destroyed, or if it is not purchased in the initial selection of forces, then the ESA suffers loss of command, which impairs larger scale attacks. The combat odds for all attacks in which attacking units occupy more than one hex are shifted to the left one column for the remainder of the game. EXAMPLE: If an ESA tank unit and an ESA infantry in another hex are attacking a US infantry unit the combat odds would normally be 10-4 or 2-1. But, if the ESA does not have a Command Sled the attack would become a 1-1. US forces are commanded by off-board headquarters, through communications satellite links, and never suffer loss of command effects.

17.0 US REINFORCEMENTS

17.1 General. US reinforcement units are units stationed in other

areas for which supersonic air transport is easily available. They must first be released by higher command centers. This does not occur until the enemy has been located. They are then air transported into the battle area.

17.2 Selection. During the initial selection of forces, the US player may designate some of his units as reinforcements rather than initial forces. He obtains these units for half of the normal point cost indicated on the Units chart. Recon satellites, OWPs, and missiles may not be designated as reinforcements.

17.3 Release. All reinforcement units are released as soon as three or more ESA units have been located. For this purpose only, missile sleds which launch missiles are considered to be located units, even though they are not placed on the map. One or more of the three ESA units may have already been eliminated.

17.4 Arrival on the Map. During the first US Reinforcement Phase after release of reinforcements, the US player rolls the die once for each reinforcement unit. If a 1 or 2 is rolled, the unit is placed in Deadhorse face-up, and can move and attack normally in the coming US Movement and Combat Phases. If a 3 is rolled, the unit is placed face-down in Deadhorse, and cannot move, be transported, or attack in the current Player-Turn. At the end of the US Player-Turn, the unit is turned face-up, and functions normally thereafter. If a 6 is rolled, the unit is eliminated (by enemy activity in other areas). If a 4 or 5 is rolled, the unit is placed to the side of the map face-down, and is rolled for again next turn. The US player continues to roll for each available unit each turn until all units have either arrived on the map or have been eliminated. If the terrain in the Deadhorse hex is converted, then no more reinforcements can arrive. Reinforcements likewise may not arrive if Deadhorse is occupied by or adjacent to an ESA unit. Hovercraft and VERTOL reinforcements may not arrive already loaded with other reinforcements.

17.5 Secrecy. The number of units which the US player has allocated as reinforcements is revealed to the ESA player when the US player rolls for their arrival. Their types are not revealed until they arrive on the map.

18.0 VERTOL TRANSPORTS

18.1 General. The US player may purchase light air transport units with all weather capabilities and the ability to take-off and land vertically from ice floes. These can transport US infantry and outposts great distances, but have no reconnaissance or combat role.

18.2 Movement. VERTOLs move in exactly the same manner as ground units. They do not need bases, and may end their turn in any type of hex. They transport units in the same way that hovercraft do, except that they may not transport tanks and may unload units in the same turn that they were loaded. Several units may be transported in a turn. Like other transports, VERTOLs do not suffer movement penalties for loading and unloading (which includes landing and taking-off for the VERTOLs).

18.3 Enemy units. Whenever a VERTOL enters a hex occupied by or adjacent to an ESA unit, the ESA unit may automatically destroy the VERTOL. This occurs immediately, before the VERTOL can un-

load its passenger. Hidden units are revealed if they destroy a VER‑ TOL. They may choose not to intercept, unless the VERTOL attempts to unload a passenger in or adjacent to their hex. In this case, inter‑ ception is mandatory, and destroys both the VERTOL and its passen‑ ger. If an ESA unit moves adjacent to a VERTOL during the ESA Movement Phase, the VERTOL can be automatically eliminated, even if it is stacked with a US ground unit. This occurs during the ESA Move‑ ment Phase. The ESA unit may continue its normal movement and may attack during the Combat Phase.

18.4   Recon.   VERTOLs do not detect enemy units in their own or adjacent hexes. They can go through or end their turn in a hex occu‑ pied by hidden units without locating these units. ESA units can enter a VERTOL's hex without being located as long as they do not destroy the VERTOL.

18.5   VERTOL Reinforcements.   VERTOLs may be taken as rein‑ forcements (for 1½ points each). They arrive just as ground units do, in Deadhorse only.

19.0   MISSILE TYPES (OPTIONAL RULE)

19.1   ESA Small Missiles.   The ESA player may select small missiles during the initial selection of forces at a cost of 1/3 pt each instead of or in addition to the standard, 1/2 pt missiles. These missiles have a maximum range of 3 hexes. Interception is easier, a die roll of 1 or 2 is needed for interception when a small missile is launched at 1 hex range, a 1-3 at 2 hex range, and a 1-4 at 3 hex range. Small missiles are other‑ wise identical to standard missiles.

19.2   ESA Improved Missiles.   The ESA player may also "buy" im‑ proved missiles in his initial selection of forces for 1 pt. each. Intercep‑ tion is more difficult than for standard missiles. The US player's die roll must be less than or equal to the range minus one. Improved missiles automatically hit at 1 hex range and are automatically intercep‑ ted at 7 hex or greater range. Improved missiles are otherwise identical to standard or small missiles. A missile sled may carry more than one of these types of missiles.

19.3   US Multi-warhead Missiles.   The US player may "buy" 3 warhead MIRVs for 1 point each or 7 warhead MIRVs for 2 points each. A MIRV acts like several missiles targetted to adjacent hexes.

3 warhead missile   *7 warhead missile*
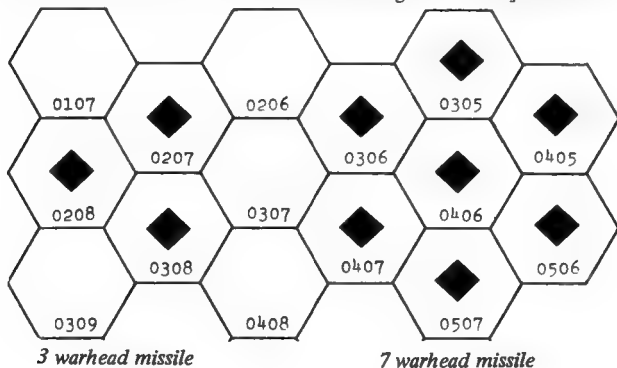
The ESA player rolls the die once for each warhead targetted to a hex occupied by or adjacent to a non-infantry unit. All unintercepted warheads destroy the units and convert terrain in the target hex. All warheads of a single MIRV arrive simultaneously, so that an ESA unit destroyed by one warhead can still attempt interception of other warheads. The three warheads of a small MIRV must be targetted to three mutually adjacent hexes. The seven warheads of a large MIRV must be targetted to a central hex and the six hexes adjacent to it. A single OWP may launch one MIRV per turn, and may carry more than one type of Missile.

20.0   US SECRECY (OPTIONAL RULE)

20.1   General.   All US units, except VERTOLs, may set-up and move face-down, so that the ESA player knows their location but not their type. These units still exert zones of control and can still locate hidden ESA units. US units remain inverted until they are adjacent to an ESA unit during an ESA or US Movement Phase. If a face-up US unit, other than a VERTOL, begins a US Movement Phase in a hex not adjacent to an ESA unit, it may be turned face-down again.

20.2   Terrain Conversion.   Inverted units may attempt terrain conversion of unoccupied hexes (see 11.3) and remain inverted. The US player does not announce to the ESA player how many Combat Factors are involved in the attempt, although the ESA player does observe the die roll and does find out the result of the terrain conversion attempt. Note that some terrain conversion die rolls (and some types of movement, such as movement through water hexes) will indicate unit type; however, such units do not have to be placed face-up.

20.3   Outposts.   Outposts do not have their zones of detection (see 15.0) while inverted. However, they may be voluntarily turned face-up during any phase of a Game-Turn; their zones of detection then function immediately.

20.4   Reinforcements.   Reinforcements, other than VERTOLs, always arrive inverted to conceal their identities. The US player must remember which of his units cannot move or attack because of an entry die roll of "3" (see 17.4).

TERRAIN EFFECTS CHART

Ice	Tanks may not enter
Tundra	All units may enter
Water	
(Converted Ice)	Only hovercraft and VERTOLs may enter
Mud	
(Converted Tundra)	Sleds may not enter
Rivers	No effect

MISSILE INTERCEPTION

Intercepting Side	Die Roll Needed
ESA	1-4
USA	Less than or equal to missile's range

COMBAT RESULTS TABLE

Die Roll	1-5 or less	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1 or more
1	—	—	—	DX	DE	DE	DE	DE	DE	DE
2	AE	—	—	—	DX	DE	DE	DE	DE	DE
3	AE	AE	AX	—	—	DX	DE	DE	DE	DE
4	AE	AE	AE	AX	—	—	DX	DE	DE	DE
5	AE	AE	AE	AE	AX	—	—	DX	DE	DE
6	AE	AE	AE	AE	AE	AX	—	—	DX	DE

Explanation of Results:

AE: All attacking units are eliminated.

DE: All defending units are eliminated.

AX: All attacking units are eliminated first, and then one or more defending units whose Combat Strength is equal to or greater than that of the attacking units are eliminated. If not enough defending units are available to match the attackers's Combat Strength, then all involved units are eliminated; non-involved units are never lost. The owning player decides which units to lose, if a choice exists.

DX: All defending units are eliminated first, and then these must be matched by eliminated attacking units, as with an AX result.

—: No result.

Note: Victorious units may *not* advance into vacated hexes.

US REINFORCEMENTS

Die Roll	
1	Unit arrives and functions normally immediately
2	Unit arrives and functions normally immediately
3	Unit arrives, but may not move or attack this turn
4	Roll again next turn
5	Roll again next turn
6	Unit eliminated

TERRAIN CONVERSION TABLE

Attacking Combat Strength	Die Roll Needed
1,2	1
3-4	1,2
5	1-3
6,7	1-4
8,9	1-5
10 or more	1-6
Missile	1-6

UNITS

United States

Name	Combat Strength	Movement Factor	Mobility Type	Point Cost	Number Available
Tank	6	3	T	2	10
Infantry	4	1	I	1	12
*Outpost	1	0	I	1	5
Hovercraft	2	4	H	2	6
Recon Sled	1	6	S	2	6
*VERTOL	0	30	V	3	4
*Recon Satellite	–	–	–	2	Unlimited
*Orbital Weapons Platform	–	–	–	4	Unlimited
*Missiles	–	–	–	1/3	Unlimited

Eurasian Socialist Alliance

Name	Combat Strength	Movement Factor	Mobility Type	Point Cost	Number Available
*Command Sled	1	4	S	1	1
*Missile Sled	2	4	S	4	5
*Missiles	–	–	–	1/2	Unlimited
Sled Transport	2	4	S	1	6
Armored Sled	5	4	S	2	6
Hovercraft Transport	1	4	H	1	8
Armored Hovercraft	3	4	H	2	8
Light Hovercraft	2	6	H	2	6
Tank	6	3	T	2	8
Infantry	4	1	I	1	10

Note: asterisked units may not be purchased in the Learning Scenario.
Other counters: 5 SAT SEARCH and 29 CONVERTED markers.
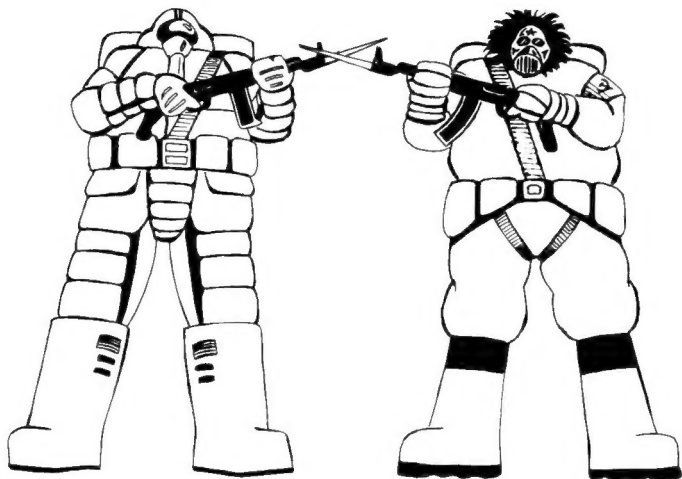
ICE WAR simulates a raid on the Prudhoe Bay oilfields launched from over the polar ice cap. The ESA (Eurasian Socialist Alliance) raiders are equipped with armed hovercraft and sled vehicles. Transports carry infantry and tanks, and missile sleds carry long-range missiles.

The US Army must locate the ESA force, hold it off until reinforcements arrive, and destroy it before the oilfields are burned. The US has infantry, tanks, hovercraft, outposts, recon sleds, air transport and satellites. Players select their own forces.

Game components include an illustrated rule book, 135 unit counters, and an 8 1/4" by 14" map of northern Alaska and the Arctic Ocean.

METAGAMING

Box 15346, Austin, TX 78761   03-1-009

ID.1	ID.2	ID.3	ID.4	ID.5	ID.6	ID.7	ID.8
O-30-V	O-30-V	O-30-V	O-30-V	O-30-V	O-30-V	O-30-V	O-30-V
ID.1	ID.2	ID.3	ID.4	ID.5	ID.6	ID.7	ID.8
2-4-H	2-4-H	2-4-H	2-4-H	2-4-H	2-4-H	2-4-H	2-4-H
ID.1	ID.2	ID.3	ID.4	ID.5	ID.6	ID.7	ID.8
1-0-I	1-0-I	1-0-I	1-0-I	1-0-I	1-0-I	1-0-I	1-0-I
ID.1	ID.2	ID.3	ID.4	ID.5	ID.6	ID.7	ID.8
1-6-S	1-6-S	1-6-S	1-6-S	1-6-S	1-6-S	1-6-S	1-6-S
ID.1	ID.2	ID.3	ID.4	ID.5	ID.6	ID.7	ID.8
6-3-T	6-3-T	6-3-T	6-3-T	6-3-T	6-3-T	6-3-T	6-3-T
ID.	ID.	ID.	ID.	ID.	ID.	ID.	ID.
4-1-I	4-1-I	4-1-I	4-1-I	4-1-I	4-1-I	4-1-I	4-1-I
CONV	SAT 1 SEARCH	SAT 2 SEARCH	SAT 3 SEARCH	SAT 4 SEARCH	SAT 5 SEARCH		
ID.1	ID.2	ID.3	ID.4	ID.5	ID.6	ID.7	ID.8
2-6-H	2-6-H	2-6-H	2-6-H	2-6-H	2-6-H	2-6-H	2-6-H
ID.1	ID.2	ID.3	ID.4	ID.5	ID.6	ID.7	ID.8
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ID.1	ID.2	ID.3	ID.4	ID.5	ID.6	ID.7	ID.8
1-4-H	1-4-H	1-4-H	1-4-H	1-4-H	1-4-H	1-4-H	1-4-H
ID.1	ID.2	ID.3	ID.4	ID.5	ID.6	ID.7	ID.8
6-3-T	6-3-T	6-3-T	6-3-T	6-3-T	6-3-T	6-3-T	6-3-T
ID.1	ID.2	ID.3	ID.4	ID.5	ID.6	ID.7	ID.8
2-4-S	2-4-S	2-4-S	2-4-S	2-4-S	2-4-S	2-4-S	2-4-S
ID.1	ID.2	ID.3	ID.4	ID.5	ID.6	ID.7	ID.8
3-4-H	3-4-H	3-4-H	3-4-H	3-4-H	3-4-H	3-4-H	3-4-H
ID.1	ID.2	ID.3	ID.4	ID.5	ID.6	ID.7	ID.8
2-4-S	2-4-S	2-4-S	2-4-S	2-4-S	2-4-S	2-4-S	2-4-S
ID.1	ID.2	ID.3	ID.4	ID.5	ID.6	ID.7	ID.8
4-1-I	4-1-I	4-1-I	4-1-I	4-1-I	4-1-I	4-1-I	4-1-I

ARCTIC OCEAN

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ALASKA

MIDWAY IL.

CROSS IL.

MC CLURE IL.

DEADHORSE